ENDLESS MIRRORS
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UNREAL

ENDLESS MIRRORS

By
Third Eye Party

Written by
Federico Paolini, Andrea Pistocchi

Layout by
Martina De Maria

Art by
Martina De Maria

Template used
Lancer RPG Template by Michael Prijatelj, used under CC BY 4.0

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INTRODUCTION

Cloning technology is ubiquitous in the galaxy and used in many different ways, from Union-approved independent full-body cloning to mass-produced karrakin army divisions.
Endless Mirrors focuses on expanding the lore around clones and the technologies used to make them in interesting ways which can be used as inspiration by GMs, as well as providing new player options for cloning quirks and side effects.

The main sources of canon information used as a basis for this module are the *Lancer Core Rulebook*, the *Field Guide to the Karrakin Trade Baronies* and short stories from *All of the above*. In order to fully understand the contents of this module, it is recommended to read the basic information on cloning from the *Lancer Core Rulebook* (p. 374).

The module is divided into two sections: a quick overview of how cloning is used and perceived in different parts of the galaxy, and an in-depth look at some organizations that both produce clones for their own purposes and might offer cloning services to groups of Lancers.

Content warning

Endless Mirrors deals with themes of death, identity and autonomy, as well as exploitation and non-consensual physical and mental modification. It doesn't contain graphic descriptions, but these themes are part of the module's core identity, and its contents invite the players and their characters to interrogate themselves on ethical and philosophical questions related to these themes.
Before using contents like the ones contained in this module, it is recommended to make sure all players in the group are comfortable with the possible discussion of related themes, as well as using whatever safety tools your group might be comfortable with to safely handle these themes during play.

Cloning in 5016 U

Cloning techniques can be broadly categorized into either facsimile or flash cloning.

Facsimile clones are born as infants and are made to develop naturally, either over the course of years or on a slightly accelerated timescale. Facsimile cloning is a stable and fully understood process, meaning unique-subjectivity clones created through it suffer no more defects than non-cloned individuals. Overriding the subjectivity of facsimile clones is an act considered at best morally horrific, at worst illegal and unacceptable. In the very few circumstances where this act is allowed, the clone must be created from the start for this explicit purpose and kept unconscious through all of their life until the subjectivity override is performed, in order to prevent the erasure of what otherwise would be a fully realised individual.

Flash clones are created through accelerated growth processes. They are born in an adult body, with either a subjectivity override having already been performed, or at least having basic cognitive templates uploaded for movement, language and higher reasoning. Despite multiple improvements made mainly by Harrison Armory since the SecCom era, flash cloning is still an unstable process, prone to errors and destabilization, which can easily lead to clones with shortened lifespans or debilitating defects, which is why this process is outright banned by Union in all but the most extreme of circumstances.

Facsimile clones tend to develop in the time it would take for a normal human, but can occasionally be subject to accelerated growth, which can speed up the process by up to four times without creating significant developmental anomalies when handled correctly. Flash clones, on the other hand, can be created in months to days, depending on the accuracy required and the regard for the clone's life. The more a flash clone is left to develop, the more stable it will be.

Memories and skills can be implanted into clones through two main techniques: subjectivity overrides, which replace a clone's cognitive mappings with those of their donor, and heuristic imprints, which remap the clone's nervous system to grant them additional knowledge or skills without replacing anything, but with a lesser degree of accuracy and complexity compared to what can be transferred through a subjectivity override.

The main kind of cloning explored in this module is whole-subjectivity cloning: the act of creating a facsimile or flash clone of a person and replacing its naturally developed subjectivity with that of its donor with an override, with the aim of creating the closest thing to an accurate copy of the donor.

CLONES IN THE GALAXY

Union core space

Clones in Union are legally and culturally their own persons. Facsimile cloning is broadly legal in Union space, but subjectivity overrides are considered unethical, leading to their use being authorised only in desperate situations where the cloned donor is irreplaceable and their survival must be ensured at all costs. Flash cloning is outlawed in Union space because of its instability, meaning the only flash cloning services present (and the only ones providing subjectivity overrides) are hidden clandestine operations.Hiding from Union's panopticon-level oversight is nearly impossible, but wherever there are cracks, there are those willing to exploit them.

Illegal cloning is a delicate dance of hardware smuggling, stolen blueprints, and ecosystem silence. Most operations begin with genetic samples, either volunteered by a willing donor, stolen from Union databanks, or illicitly retrieved from medical facilities. From there, a black bioforge is used to grow the body. These facilities are typically cobbled together from repurposed facsimile-cloning machines and modified with proprietary blueprints smuggled out of the Purview or Karrakin space.

Whenever these operations are discovered, Union policy is centered on helping clones reintegrate into society, adapt to their new existence and identify their creators so they can be stopped. Clone makers, fully aware of the threat posed by their own creations, are forced to adopt defensive strategies to protect themselves.
Illegal flash clones are often coerced into silence through threats of harm or manipulated through limited access to information to ensure they don't escape and go to Union authorities for help. Some of the more advanced operations even go as far as implanting behavioral limitations and psychological triggers through heuristic imprints to make it physically impossible for clones to defect.

The Diaspora

Far from the Core Worlds, in the shadows of the Diaspora, all kinds of unauthorised cloning persist. Black labs and rogue NHP-assisted bioware syndicates offer replication services to the wealthy, the desperate, and the ideologically fanatical. Some clients seek immortality, others, vengeance. Rumors speak of dissident cells cloning key Union officials to infiltrate governmental systems, and of remote sectors raising entire armies of genetically identical soldiers with blank minds imprinted only with combat expertise.
These operations thrive in the blind spots of Union oversight, hidden in asteroid colonies and aboard drifting vessels in uncharted space. Exploiting the lack of direct enforcement from Union authorities, these black market programs have thrived, leading to the emergence of many independent clone communities which rescue those they can from abusive or exploitative conditions and give them sanctuary among others who have shared similar experiences. Some of these communities even coalesce into religious cults elevating cloned existence, some of which are themselves clone-producing operations.

Karrakin space

Both facsimile and flash cloning are widely adopted and accepted practices in the KTB. Where Union's culture sees clones as their own people, in the KTB a clone's identity is considered inevitably tied to their donor.
In the best of cases this means that clones of individuals, almost exclusively nobles, are created to take their place and inherit everything from them upon their donor's death, while in the worst it leads to mass produced clones being treated as property by houses and corporations.

While facsimiles are seen as equivalent to naturally-born people, flash clones in Karrakin space are almost universally seen as disposable and less than human. Karrakin law leaves an intentional grey area around flash clones who only undergo heuristic imprints, since they technically never receive a full subjectivity override, which would give them the same rights as their donor, but also don't develop a completely independent subjectivity, which would make them legally their own people, letting their creators consider them company or house property.

These so-called "Unregistered clones" are mainly used for war and to work dangerous and physically intensive jobs, like those related to resource extraction. Those who wish to escape these conditions receive no help from the rest of karrakin institutions. Some of the more progressive houses might give full citizenship to clones who survive enough years of service, but those who make it are few and far between, leaving open rebellion as their only chance at a better life.
Those who can often flee to Union space, but the majority choose to stand and fight against their oppressors, joining Ungrateful cells and using their knowledge to help them fight against the nobles, taking their destiny into their own hands.

The Purview

Harrison Armory, like Union, defines clones as their own people, but their laws regarding what cloning practices are considered ethical are much more relaxed, permitting both subjectivity overrides and the use of technologies analogous to SecCom's old flash cloning. Because they are partially subject to Union oversight, they must tread carefully in regards to cloning technologies which would be banned in Union space. Where the KTB operate in blatant disregard of Union laws and philosophies, HA operates through fine print, technicalities and legal grey areas.

Their "flash clones" are called AGCs: Advanced Growth Clones, and they skirt the line between what can be considered a flash clone and a facsimile.

Unlike traditional flash clones, AGCs' bodies are developed to be fairly stable and the process of their creation doesn't age them on a cellular level: an AGC might be born with the body of a 25 year old, but their cells' age matches the few weeks or months of incubation they have undergone.

HA claims this process to be completely humane: these clones almost never undergo subjectivity override, receiving only heuristic imprints to give them basic motor and learning skills to match their physical age, and despite their accelerated growth, once matured they can expect to live as long as a naturally born human, just with a head start of a couple years. Additionally, the cloning process is subject to strict legal oversight, and each part of the process requires informed consent from the donor.

While the process itself may be much less morally questionable compared to flash clones of old or the disposable Karrakin clones, the circumstances around these clones' employment are generally much grimmer. ACGs are mainly created on frontier worlds, contested territories or as part of expedition forces, both military and colonial. In those conditions they have no choice but to accept the place they were created for in the Armory's hierarchy, at least for a time until they solve the problem they were created to overcome.

Still, ACGs are mostly treated as equals to natural-born citizens of the Purview, and possess the same rights and obligations as any other citizen of an Armory world.

CLONING SERVICES

Lancers are extremely valuable personnel, meaning that many powerful organizations who employ them might be interested in having backup clones for their pilots in case of death. However, not all lancers have these kinds of powerful patrons, and not all lancers operate in conditions where a clone could be easily kept by their employers.
Independent lancers, like many other influential figures in the galaxy, can also rely on private cloning agencies to create and store backups for them.

The following section contains some examples of cloning services which could be accessible by independent pilots, potentially even in remote diasporan worlds at the edges of the galaxy. Each of them differs in the technology used and the ideals they carry with them regarding the creation and management of cloned life, but all of them are willing, with appropriate compensation, to create and store backup clones of pilots.

Identity Preservation

Whatever happens, the Purview's got your back

Cloning within HA is not just science, it's a fully developed doctrine and wherever the Armory reaches, their cloning services are not far behind. While many cloning programs produce highly efficient personnel for both military and administrative roles, these practices are carried out under the strict oversight of the Identity Preservation program.

Identity Preservation policies ensure that every clone created by Armory-affiliated groups, both within and beyond the Purview, is recognized as a citizen and legally bound to respond to duty when called upon. Despite moral concerns raised by Union observers, HA maintains that these legal obligations serve the greater good: a stable, controlled system in which every party benefits from the Identity Preservation system.

Identity Preservation clones

Clones created through initiatives which are part of Identity Preservation tend to be stable and well developed, offering a reliable option to any pilot willing to collaborate with Harrison Armory.
Depending on the program and the conditions of the pilot's request, HA may require them to accept additional restrictions on their clone before agreeing to provide their services.

When cloning a pilot through Identity preservation, instead of rolling for quirks, you may choose or roll for one of the legal obligations in the following table, or make up your own. Some providers which operate through Identity Preservation still offer the option of less stable cloning procedures to those unwilling to accept their terms.

Most of these restrictions are measures the Armory might put in place in situations where its services are used by independent lancers or those close to Union authorities. Pilots closer to Harrison Armory or already employed by them would have free access to these services without any additional strings attached.

1	**Big red button**	For security reasons, HA requires the install of a "kill switch" inside your body. Committing acts considered treasonous or unforgivable in the eyes of the Armory results in remote activation of this kill switch and rapid decay of your new body.
2	**Payment through service**	As part of your contract, your clone will be given a task to complete upon its birth. Failure to comply with the given orders will result in you being marked as a deserter by Harrison Armory.
3	**Purview Clone Tracking Initiative**	An Omninet tracker is placed inside your body. Wherever you are, if you have Omninet access, HA can track your exact movements and access your biometric data.
4	**Enforced NDA**	HA has installed a neurological block that prevents you from revealing your true clone nature and other treatments received by HA.
5	**Explicit endorsement**	Before and after being cloned, you must either write a declaration or record yourself giving direct approval and endorsement towards Harrison Armory's cloning practice and their ethical standards.
6	**Replication license**	You must give Harrison Armory the rights to use your genetic and cognitive data for mass clone production.

Praetoria

A true king cannot be defied, even in death. We'll make sure of it.

Usually, cloning services geared towards the Karrakin nobility focus on facsimile backup clones, birthed well in advance of their donor's death as replacement or as ideal heirs to be directly raised by the donor themselves. When all other options have failed or there is simply not enough time left, Praetoria steps in.
Praetoria fuses the best of flash and facsimile cloning technology to provide fairly stable rapidly aged clones to nobles and powerful figures all over karrakin space and beyond. Praetoria's clients are mostly paranoid or desperate nobles who believe their death to be imminent, whether due to illness, wounds suffered in battle or an imminent threat of regicide.

Praetoria's clones aren't meant to last long or be independent, but to accomplish specific tasks the donor wishes to be overseen even after their death: often, they are charged with handling inheritance disputes to ensure the house's stability, attending to personal projects which the donor valued or acting as regents until the donor's designated heir reaches an appropriate age to rule.
Because of this, their subjectivity is made to be weaker and more malleable: they are not meant to see themselves as the donor or as a new person, but as a tool to accomplish a task.

Praetoria offers their services to anyone willing to pay, but even when creating flash clones for other purposes the people that come out of their bioforges tend to lose a spark of willpower and independence, and must fight if they wish to develop it back.

Praetoria clones

Praetoria offers a compromise between speed and stability. Their clones develop rapidly but generally avoid many common flash clone defects prevalent in Karrakin clones. Their services are pricey, but should be generally affordable to valuable high-skill personnel like lancers.

While stable, their clones tend to be more passive compared to their donors, and come with a unique host of mental quirks caused by the fine-tuning of their technology to the karrakin nobility's desires.

When cloning a pilot through Praetoria, instead of using the standard quirk table you may choose or roll for a quirk in the following table.

1	**Yes, sir!**	You are conditioned into accepting orders of any kind from people you perceive as authority figures. During the cloning process, specific people might be singled out as acceptable authorities.
2	**Limited independence**	When alone, you struggle with acting decisively. You receive **+1 Difficulty** to all rolls when unable to perceive your allies. You may attempt to remove this effect by using a downtime action to roll a skill check to help you gain back your confidence. On a **20+**, you remove it instantly. On a **10-19**, your next **10-19** roll removes it. On a **9 or less**, nothing happens.
3	**Impeccable facade**	You become obsessed with propriety and how a person of your status is "supposed to" behave, even in inappropriate situations.
4	**Noble echo**	Some fragments of a past noble donor bleed into your personality. You believe yourself to be part of a noble house, and adopt distinct mannerisms typical of karrakin nobility.
5	**Court politics tuning**	Your triggers unrelated to social interaction are replaced with new triggers that help you understand and talk to other people in various scenarios.
6	**Ideal regent**	Until you reach your current main objective, your competence is increased, letting you gain two triggers at **+2** or improving two triggers you already have. Along with this newfound competence, you gain a tireless dedication to whatever your current objective is, becoming completely focused and dedicated to it until you complete it.

Second Selves

Begin your new life as a citizen of Constellation

SSC prides itself on having the galaxy's finest gene editing technology, and their expertise also gives them an edge in the field of cloning.
Second Selves is an experimental SSC program aimed at securing desirable genomes in the long term from individuals who are unwilling to move to a Constellar world or otherwise become part of the SSC ecosystem.

Through Second Selves, people can sell their genetic and cognitive data to SSC and give them legal permission to create a single clone of them as a citizen of a Constellar world. In return, SSC offers either high amounts of Manna or other high-end services from their catalogue, including their prized facsimile cloning services.

Away from Union's eyes, Second Selves also offers an under-the-table flash cloning program for pilots and military personnel, providing perfectly stable and healthy backup clones to replace them in case of death, in exchange for the possibility of using those clones to test some gene edits and implants which would be considered morally questionable.

Second Selves clones

If the pilots have the power, influence and genetic desirability to be noticed by SSC and are willing to give them access to their genetic and cognitive data, the clones they might get in return would be spotless and in peak condition.

To be an individual exceptional enough to fall under SSC's radar however is a rare sight in the galaxy, meaning that most likely pilots will come in contact with Second Selves through their covert initiatives. If that is the case, instead of using the standard quirk table you may choose or roll for a quirk in the following table.

1	**Genetic data leak**	A rogue member of staff has hidden a message or some kind of clue that leads to an SSC secret deep inside your genome. This data is also packed with specific survival and military skills installed during the subjectivity override. You better start running, because as soon as they find out you will be hunted down. Whenever you face your pursuers you gain **+1 Accuracy** at any skill check that helps you confront or avoid them as your implanted training kicks in.
2	**Forced specialization**	You gain a new set of skills that are initially unknown to you. These new abilities are discovered when you least expect it and you become more skilled with them the more you use them. They may be revealed to you by your GM at any time. You gain a new trigger at **+2**, and each time you use it you gain a **+1** to a maximum of **+6**. After the trigger has reached a **+6** bonus, once per Mission the GM can decide to force you to pursue a course of action related to the trigger, even if inconvenient in your current circumstances.
3	**Rechargeable augmentation**	Your clone has been chosen to field test experimental SSC augmentations. These augmentations are still under development, and have to be recharged manually with proprietary batteries during downtime. You gain 3 charges. Every time you make a check using one of two triggers you choose upon augmentation you consume one and gain **+1 Accuracy** on the roll. After running out of charges, you lose your bonus to those triggers until you recharge your augmentations during downtime (no action required).
4	**SSC copyright protection biomods**	You become physically unable to properly perceive SSC-copyrighted content which you do not possess a valid license for. You perceive these copyrighted contents as blurred or distorted in some way. When affected by these distortions, you gain **+1 Difficulty** on all rolls which require precise perception, including attacks and saves.
5	**Walking advertisement**	Your genome has been marked with signature SSC trademarked modifications, and you have been implanted with proprietary microchips which unequivocally brand you as a product of high-grade SSC bioengineering. Any medical official doing an in-depth examination of your body is able to recognise them.
6	**Appointed perfection**	You are made to conform to SSC external beauty standards. Your features are smoothed and imperfections erased to turn you into what they see as a shallowly "perfect" version of you.

Nemesis forge

Don't leave unavenged

Originally a small cloning agency born in the Long rim from a decommissioned Karrakin House Company expedition fleet, Nemesis Forge adapted to the Long Rim's market by tweaking their combat-oriented flash cloning technology to improve its performance and speed while sacrificing stability.
From DNA and a subjectivity scan they can develop a genetically-enhanced, combat ready clone in a matter of days, built explicitly for one purpose: revenge.

From their founding, they have greatly expanded, and now sell their services mainly to proud soldiers, lancers and powerful people everywhere who believe themselves too important to leave this world with unfinished business. The flash clones they produce are frailer than normal, prone to extreme genetic vulnerabilities, but they also receive a suite of both generic and custom enhancements to make them perfect killing machines.
These clones are released on the owner's death with a specific goal in mind, and they can rarely expect to have much more than the lifespan needed to achieve it.
During their brief existence, these clones inherit everything from their original creator, effectively replacing them, often without this fact ever becoming public knowledge, especially in sectors closer to Union core space where Nemesis Forge must operate in a more covert fashion.

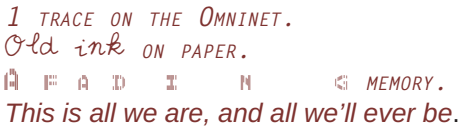
Nemesis Forge clones

Nemesis Forge clones are not built to last. When a nemesis forge clone is made, roll 2d6 and add them together: that is their lifespan in months. The biological enhancements and implanted military training given by Nemesis Forge raise the cloned pilot's **Grit** by 1.

When cloning a pilot through Nemesis Forge, instead of using the standard quirk table you may choose or roll for a quirk in the following table.

1	**Training overload**	During the imprinting process, "useless information" is replaced with combat-valuable data. Gain 3 new talents and lose all triggers. You can use a Downtime action to restore two of your lost triggers.
2	**Killer instinct**	Your fight/flight/freeze instincts are overwritten to always elicit violent reactions in desperate situations. During narrative play, your first course of action, when possible, should always be violent.
3	**Singular focus**	Your reward centers are rewired so that you can only experience pleasure in achieving your set objective. All leisurely activities and human connections which gave you joy now make you feel nothing.
4	**Paranoia**	Your combat conditioning is so deep that you become unable to relax, even in demonstrably safe situations, always expecting that a fight could break out at any moment.
5	**One-man army**	Your pilot's health and damage dealt are doubled, but your body isn't able to regenerate properly, making all damage taken by your pilot permanent. When reaching a quarter of your total health or below, you become permanently impaired.
6	**Neural simulations**	You instinctively calculate and predict likely outcomes for every scenario. You gain **+1 Accuracy** to all skill checks related to planning or executing a plan, and **+1 Difficulty** to all skill checks related to unpredictable events and reactions to things happening in the moment.

Project Simulacrum



This is all we are, and all we'll ever be.

Common knowledge dictates that to clone a person one needs a cognitive profile, a detailed data construct compiled through neurological scans and psychological assessments. Those who adhere to Project Simulacrum think otherwise.
Their facilities sport Horus-made neural reconstruction technology unlike what is used anywhere else in the galaxy. Instead of a subjectivity scan, they replicate a person's likely neurological structure and memories through a memetic profile: a combination of the donor's personal logs, omninet interactions, biometric combat data, and any other sources of information on them they can find.

The result of this process is a clone dubbed a simulacrum, which is not a perfectly faithful recreation of the donor but an imitation. Nonetheless, these simulacrums can be uncannily accurate, leading many to turn to Project Simulacrum cells in a desperate attempt to bring back lost loved ones or to "save" dying people whose brains are too damaged to be exposed to a subjectivity scan.

Like other Horus affiliated groups, each Project Simulacrum cell operates independently and under different principles and motivations, but the technology they employ is always the same.

Project Simulacrum clones

Biologically, simulacra are identical to regular clones, and might present regular quirks depending on the time of development and technology at the cell creating them's disposal. Pilots don't need to provide a subjectivity scan for Project Simulacrum to create a clone for them, but they must give them access to every scrap of personal data they can get their hands on. The more data is given, the more accurate the simulacrum is going to be.

When cloning a pilot through Project Simulacrum, instead of using the standard quirk table or alongside it you may choose or roll for a quirk in the following table.

1	**Empty shell**	Despite the memetic profile's accuracy you lack a spark of vitality. You are something in between a clone and a homunculus, numb to all but the strongest emotions, and must fight to gradually develop into the person you were meant to be.
2	**Distorted shadow**	Your new identity is an amalgamation of all your deepest fears and anxieties about who you were and what you could become.
3	**Manifested mask**	Your personality doesn't correspond to the totality of your donor's, but only the parts they showed others, amplified.
4	**Personal attachment**	Your new identity corresponds almost exactly to how one of your companions saw you from the outside.
5	**Ideal iteration**	Your new identity is an approximation of what you wished you could be before being cloned.
6	**It's you**	Somehow, you are a perfect, impeccable clone of your donor. You know and remember everything, even things you realistically should never have known.

Janus

I deserve no less than perfection

Janus is a peculiar individual. Once a researcher of cloning technology in the Purview, they stole data from their research base and disappeared without a trace.
Now Janus is but one of many. They made an army of copies, driven by a singular desire: to build a personal utopia, a society perfectly tailored to their needs and desires, where each and every person was a different version of themselves.

Janus acts in the shadow, infiltrating the Armory's colonial efforts in the hope of one day managing to get a whole planet to shape to their will.
In order to finance their operations, Janus runs an espionage network in the Purview, as well as selling access to their cloning technology with no questions asked.

Janus' clones undergo what they call a "non-deterministic subjectivity override", a process which gives the clone most of the donor's characteristics, but never results in an identical copy, instead creating an alternative version of how the donor's body might have developed in life. This variance, both physical and mental, between their clones is what lets them fly under the Armory's radar and easily cover roles which require different proficiencies in Janus' organization.

Janus clones

Janus clones are stable and well-made, but take time to properly develop. They are one of the few associations capable of providing stable and reliable clones at an affordable price far from the Purview and Union core space, which makes many clients overlook the peculiar consequences of their uniquely tailored technologies.

When cloning a pilot through Janus, instead of using the standard quirk table you may choose or roll for a quirk in the following table.

1	**Physical deviation**	You are very physically different from your donor. Your personality is the same, but your body is completely different in ways which make it hard for you to feel it as your own.
2	**Hypothetical memories**	You remember events that never happened, as if you had lived an alternative version of your life which doesn't match reality. At least one key event from your life is completely different. Replace at least one of your triggers with another.
3	**Different desires**	You are driven by different impulses compared to your donor, even if your ultimate goals might be the same. What motivated you before now doesn't matter that much to you, and you have new desires which shape your choices.
4	**Relationship inversion**	You now find the things you appreciated in people around you either irrelevant or annoying, and instead appreciate traits in others which you avoided before.
5	**Malleable identity**	You retain the skills and most memories of your donor, but even after the end of the cloning process your mind remains malleable. What you experience during your first week as a clone affects you drastically.
6	**Estranged identity**	Despite the subjectivity override working as normal, you don't feel like yourself. You can't shake the feeling that these memories are not yours and that you are another person who took over you donor's body and life.

The Samsara initiative

Your knowledge is a gift. Share it with us, and we will give it new life.
Your knowledge is a gift. Learn from it, and be free.

The Samsara Initiative is a collective of clones, mainly rescued from exploitation and oppression in the Diaspora, dedicated to helping clones navigate their new lives. They don't condemn cloning as a practice, but firmly believe that clones should be independent and should never be bound to their creators or donors.

In order to boost their numbers and further their goals, they have built cloning facilities for themselves, and invented a form of posthumous heuristic implanting known as Supported Subjectivity, which allows clones to perceive the memories of their original selves not as direct experiences, but as vivid external visions, like watching a life unfold from the outside, creating a tangible distinction between their true self's memories and the knowledge and identity of their donor. This change helps clones feel like true individuals instead of copies of someone else, letting them gain a comprehensive understanding of their original's life. Every moment seen, but not truly lived.

The Samsara initiative believes that being a clone is a valuable experience. Inheriting the wisdom of a fully lived life is a precious gift for those who can use it well, and they encourage anyone who will listen to use their cloning services to give birth to a life which can learn and grow from their mistakes and experiences.

The Samsara Initiative does not claim to restore life as it was. Rather, it offers something more flexible: the chance to begin a new story, born from someone else's past, with the freedom to decide what comes next. Those who turn to them know that they aren't going to have a reliable backup: the clone created by the Initiative will not be forced to take their donor's place, but will be given information and a choice. Many choose to stay and join the Initiative, but as many others, fascinated by their donor's lives or bound by a sense of duty, set off to reach the place of their death and directly carry their legacy.

Samsara Initiative clones

The Samsara Initiative prioritizes the freedom and well-being of clones. The Initiative doesn't need to create clones quickly, leading them to be fairly biologically stable, but Supported Subjectivity is still an unpolished technique, which can manifest a few unique mental quirks. Regardless of the outcome of a clone's creation, the Initiative will do anything in their power to ensure each newly born clone is comfortable and feels ready to face important decisions for its new life.

When cloning a pilot through the Samsara Initiative, instead of using the standard quirk table you may choose or roll for a quirk in the following table.

1	**Shocking memories**	When thinking about a certain memory you start feeling physical pain, making it impossible to focus on its contents.
2	**Induced hyper fixation**	During the Supported Subjectivity implanting your mind focused on one specific memory of your past life which has become particularly dominant, replacing many other memories. You are deeply defined by one specific memory that, once per Mission, you may call upon to gain a **+1 Accuracy** in a skill check related to actions you remember from that memory.
3	**Two lives in one**	During the subjectivity override you experienced an echo of a different life, separate from your donor's. Now these two sets of memories fight each other for the spotlight in your mind. You gain three additional triggers at **+4**. The first time you use one of them, you may choose to either keep it and forget one of your old triggers, or reject it and lose it.
4	**Double mind**	You hear your donor's voice speaking to you inside your head, appearing whenever you think about their memories. It is a part of your mind, meaning it knows everything you do and are experiencing, but it speaks as if it was a separate entity which will encourage you and attempt to give you guidance based on their experience.
5	**Lucid dreaming**	Whenever you are calm and relaxed you occasionally start having lucid visions of your donor's memories. You play out the memory in first person and can't perceive your physical surroundings while doing so.
6	**Induced sensitivity**	Whenever your past life is brought up in conversation you feel extremely strong emotions regarding those events, even for the most trivial things.